

**FUNCTIONAL ANALYSIS OF THE ENGLISH USED IN
GAME “COOKING ACADEMY 2: WORLD CUISINE”**



**Submitted as a Partial of the Requirement
for Getting Bachelor Degree of Education
in English Department**

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FUNCTIONAL ANALYSIS OF THE ENGLISH USED IN GAME “COOKING ACADEMY 2: WORLD CUISINE”

Abstrak

Penelitian ini merupakan analisis klausa yang ditemukan di Permainan “Cooking Academy 2: World Cuisine” dengan menggunakan pendekatan Linguistik Fungsional Sistemik (SFL) yang mana fungsional analisis tersebut digambarkan lewat metafungsional analisis pada klausa yang ditemukan dalam permainan tersebut. Penelitian ini diharapkan mampu diaplikasikan kepada Guru atau Dosen serta Murid dan Mahasiswa Bahasa Inggris khususnya dalam pengajaran tata Bahasa dan lingkup Linguistik Fungsional Sistemik (SFL) di sekolah maupun instansi yang lain. Tujuan dari penelitian ini adalah, (1) untuk menentukan kategori mood yang digunakan didalam di Permainan “Cooking Academy 2: World Cuisine” dan (2) untuk menguji komponen-komponen dan fungsi dalam transitivity system di Permainan “Cooking Academy 2: World Cuisine”. Jenis penelitian ini adalah penelitian kualitatif. Dalam penelitian ini, peneliti menemukan 65 klausa dalam permainan. Dalam analisis data, peneliti menggunakan pendekatan Linguistik Fungsional Sistemik (SFL) dengan makna interpersonal menggunakan struktur mood untuk menjawab masalah yang pertama dan makna ideasional dengan menggunakan system transitivitas untuk menjawab masalah yang kedua serta untuk mengetahui maksud dari instruktur dalam permainan.

Berdasarkan hasil dari data yang telah dianalisis, peneliti menemukan 79 kagetori mood, rangking pertama adalah declarative mood (89%) and imperative mood (10,1%). Selain itu, peneliti menemukan ada 135 partisipan, diantaranya *actor, goal, senser, phenomenon, token, value, and behaver*. Rangking pertama adalah *goal* (31,1%) dan rangking kedua adalah *aktor* dan yang paling kecil persentasenya ialah *senser* dan *behave*r yaitu (1,4%). Setelah itu, ada 96 sirkumstan, dan yang sering muncul adalah sirkumstan *location*, fungsinya untuk memperjelas dimana lokasi terjadinya cerita yang tergambar pada klausa dalam permainan itu.

Kata Kunci: SFL, metafungsi, klausa

Abstract

This study is an analysis of clauses are found in Game “Cooking Academy 2: World Cuisine” by using Systemic Functional Linguistic (SFL) approach which is the functional analysis can be drawn by metafunction of the clauses are found in this game. This study can apply for English Teacher or Lecturer and Students especially in grammar and the scope of Systemic Functional Linguistic (SFL) in the school or the other institute. The objectives of the study is (1) to identify the category of mood used in Game Cooking Academy 2: World Cuisine and (2) to examine the components and functions of transitivity in Game Cooking Academy 2: World Cuisine. The type of study is qualitative research. In this research, the researcher found 65 clauses in the game. Based on analysis data, the researcher using Systemic Functional Linguistic (SFL) approach by using interpersonal meaning using mood structure to answer the first problem and ideational meaning

using transitivity system to answer the second problem also to know what instructor mean on the game.

Based on data analyzed, the researcher found 79 the category of mood, the first rank is *declarative mood* (89%) and the second rank is *imperative mood* (10, 1%). In addition, the researcher found 135 participants, there are *actor, goal, senser, phenomenon, token, value, and behaver*. The first rank is *goal* (31,1%) and the second rank is *actor* and the smallest percentages are *senser and behaver* is (1,4%). After that, there is 96 circumstances, the most occur is circumstances of *location*, the function is to describe the location that happen in the story of the clause in the game.

Keywords: SFL, Meta functional, clause

1. INTRODUCTION

Communication is necessary for human to the people that having conversation from written or spoken in order to get an information in social life. One of the communication is a game. Nowadays, game is very popular in the world. All of ages can access it in every connection. Besides that, game has many features that can make the player interested to play it. In this era, everyone can access game by their phone cell or Pc. There are many function of the game for everyone. Such as education, motivation, soft skills, life skills, and many others. The language features on game is very simply and the player understand about what instructor say in the display. For example is Cooking Academy game season 2 is world recipe. This is game about cooking education. The player must understand with the instructor about recipe that will cook.

In this study, the researcher uses the Systemic Functional Linguistics (SFL) approach. Systemic Functional Linguistics (SFL) is the study about relationship between language and functions. It is similar with SFL, Systemic Functional Grammar, Hallidayan linguistics, and Systemic Linguistics. Systemic Functional Linguistics (SFL) was developed in 1960s by British linguist Halliday (1925). SFL only focuses on how constructs a meaning. It considers context and social network to determine the meaning.

In SFL, there are three components of meaning. The term of “meta function” which includes three language function namely ideational meaning, interpersonal meaning, and textual meaning (Halliday & Matthiessen, 2014: 211).

In Systemic Functional Linguistics (SFL), there are fundamental components of meaning, called Meta function. According to Halliday (1985:13), fundamental components such as ideational meaning, interpersonal meaning, and textual meaning.

Ideational meaning is the first Meta function. Ideational meanings are about phenomena, about things, about goings on and circumstances. Ideational meaning using transitivity analysis and consist three elements namely: participants, process, and circumstances (Gerot & Wignell, 1994:11).

Interpersonal meaning is the second Meta function. Interpersonal meanings are meaning that expressing by the speaker from the attitude and judgments. Interpersonal meaning usually using mood system and modality. Mood system has fifth elements, namely: subject, finite, predicator, complement and adjunct. In the other hand, modality or called types of mood, can be divided into three, namely: 1. directive mood; 2. interrogative mood; 3. imperative mood (Gerot & Wignell, 1994:12).

The textual meaning is the third Meta function. Textual meaning are meaning that expressing the relation of language to environment. In this section include verbal, nonverbal and situational environment. Textual meaning consists theme and rhyme. (Gerot & Wignell, 1994:13). According to Halliday (1985:38) Theme is “the element for serves as the point of the message. In addition, Danes (1964:225) also explain the definition of theme is the element that placed in the beginning of the sentence.

The study of functional analysis has been conducted by the previous research, such as by Oktawati Utami Hajar from Muhammadiyah University of Surakarta (2018) entitled “Transitivity Analysis “The Little Frenchman And His Water Lots” by George Pope Morris. Then, Sri Debby Eka Lestari from Muhammadiyah University of Surakarta (2019) entitled “Lexicogrammar Analysis of Clauses in Channel 4 News “Thailand Cave Rescue: All Boys Saved How They Did It”. And the last researcher is conducted by Ambar Jati from Muhammadiyah University Surakarta (2016) entitled “Functional Analysis of Narrative Texts in Elementary School Textbook Fly with English”. The research used ideational meaning with transitivity elements system. The researcher mentioned are the previous research with this research is has the similar topic of the study.

The research aims to describe the study in the scope SFL. That is meant by functional analysis refers to Metafunctional analysis of clauses within the communication which occurred in the Game. The relation of functional analysis with mood and transitivity system can be drawn by the interpersonal meaning and ideational meaning metafunction and to understand the meaning of the text. But the different is

from the object of the research. In this research the researcher uses game to be the data analysis and data source. The reason why the researcher chooses game to be the data analysis and data source on my research paper is from the researcher's hobby. The researcher chooses this game because in this game is found many clauses in each of the level and it is interesting to be analyzed. The researcher will analyze the clauses that are found in the game revealed interpersonal meaning Meta function with mood and transitivity system and also to know what the instructor means in this game. The researcher takes a sample the clause from the game. For example:

We have many renowned chefs from around the world.

We have many renowned chefs from around
the world

Subject	Finite	Complement	Adjunct
Mood		Residue	
Participant Token	Process : Relational Identifying Process	Value	Circumstances of Place

Table 1. Example clause from the game

In the sample above, the researcher wants to explain to the player about what the instructor means in the game. The category of clause is independent clause, the clause "We have many renowned chefs from around the world" is declarative mood. By the category of mood, it can be identified as declarative mood from the words "we have many renowned chefs". It means the host on game to inform the player. During play this game, the host will introduce many renowned chefs or instructor from other countries to guide and learn how to cook the cuisine. If the clause is analyzed using transitivity system, the word "we" refers to the host and instructor of game. It has the role as the participant called token which is identified in the clause. The relational identifying process is the process by the participant, it is shown by the word "have". The function of the process is explained by what they present on this game. The word "from around the world" has role as the

circumstances of place. It means the renowned chefs of the game is the expert of cuisine in their countries.

Based on that reasons, the researcher will analyze the clauses that is found in *Cooking Academy 2: World Cuisine* by using Systemic Functional Linguistics (SFL) approach. It reveals interpersonal meaning with mood structure to identify what the category of mood that using in this game and ideational meaning with transitivity system to examine the components and functions. It will be presented in the research paper entitled: *Functional Analysis of the English Used in Game "Cooking Academy 2: World Cuisine"*.

2. METHOD

The type of the study is a qualitative research. According to Khagram, S. (2010), the definition of qualitative research is demarcated by the philosophical nature of inquiry, that is, epistemologies, ontologies, and methodologies which is adopted by the researcher during the plan of the projects of the research. The researcher uses this study to collecting data, analyze data and also classify the data. Qualitative research is the research to analyze non numerical data. Qualitative research can be based on sentences, statements, reports, or the others that can be analyzed using Qualitative research.

The Object of the study is functional analysis clauses in Game *Cooking Academy 2: World Cuisine* from the software on PC. The data that the research analysis are the clauses that found in game. In this research, *Cooking Academy 2: World Cuisine* Game is used as the data source by the researcher. According to Sutopo (2006), the technique of data collection has two types. There are non-interactive and interactive. This research, refers non-interactive method of data collection. It is there is no mutual between researchers and data sources. The researcher uses data validity by using data triangulation and method of triangulation.

Based on the technique of analysis, it is found 65 clauses in the game. In analyzing the data, the researcher uses Systemic Functional Linguistics (SFL) approach revealed interpersonal meaning with mood structure to identify what the category of mood that is used in this game and ideational meaning with transitivity system to examine the components and functions.

The researcher uses data validity in order to get the best result of the research from the data using triangulation. According to Norman Denzin (1978) Triangulation is a method used to check the data valid or not. Triangulation is data validity uses something else to compare the results with the object of the research. In this research, the researcher only using two types of triangulation namely: (1) data triangulation and (2) method triangulation.

3. FINDING & DISCUSSION

After analyzing the data, the findings of this research are divided into four classification, as follows: (1) The Category of Mood. The findings will answer the research question what the category of mood. Besides that, there is (2) Type of Participants, (3) Type of Processes, and (4) Type of Circumstances are found in Cooking Academy 2: World Cuisine Game. The findings will answer the second research question what the component and function of transitivity system includes the type of participant, type of process, and type of circumstances and also the function of the components are found in Game Cooking Academy 2.

3.1 Finding

3.1.1 The Category of Mood

The Category of Mood	Percentage (%)
Declarative	89
Imperative	10,1
Total	99,1

Table 2. The Category of Mood in “Game Cooking Academy 2: World Cuisine”.

3.1.2 Type of Participants

Type of Participant	Percentage (%)
Actor	26,6
Goal	31,1
Senser	1,4

Phenomenon	2,2
Token	18,5
Value	18,5
Behaver	1,4
Total	99,7

Table 3. Type of Participant in “Game Cooking Academy 2: World Cuisine”.

3.1.3 Type of Processes

Type of Participant	Percentage (%)
Material	64,7
Mental	3,4
Behavioral	2,27
Relational	28,5
Total	98,87

Table 4. Type of Process in “Game Cooking Academy 2: World Cuisine”.

3.1.4 Type of Circumstances

Type of Circumstances	Percentage (%)
Location	47,9
Manner	17,7
Extent	7,2
Cause	7,2
Behalf	3,1
Role	6,2
Accompaniment	10,4
Total	99,7

Table 5. Type of Circumstances in “Game Cooking Academy 2: World Cuisine”.

This section presents a discussion of the research findings. As explained by the researcher in the findings. There are the category of mood, types of participants and processes, and types of circumstances.

3.2 Discussion

3.2.1 The Category of Mood

In this study, the researcher found the two of categories of mood in this research are declarative mood and imperative mood. The dominant the category of mood in this research is declarative mood. The finding is in line with Funqi Rizqi Amalia (2017) also found the category of mood is declarative mood and imperative mood. The dominant the category of mood in this research is declarative mood. The finding also in line with Mustika Amalia, Dedy Subandowo, Eva Faliyanti, and Fenny Thresia (2018). This condition maybe due to similar with the data source it is the clauses are to be the data analysis. Based on the findings, the researcher is in agreement with Gerott & Wignell (1994) theory of Metafunction in their book “Making Sense of Functional Grammar”. So, this finding is not correspond with Rika Esti Pradipta Kusnadi (2018) I assume that this is because of data source.

3.2.2 The Components and Functions of Transitivity System (Types of Participants, Processes, and Circumstances)

In this study, the researcher found the types of participants and process. The researcher found the seven types of participants namely: actor, goal, senser, phenomenon, token, value, and behavior. And also the researcher found four types of processes namely: material, mental, behavioral, and relational. This finding is in line with Silvi Salsabil (2014) also found seventh types of participants and four types of process. Based on the findings, the researcher is in agreement with Halliday (2014) in theory of SFL also combine with Gerott & Wignell (1994) theory of Metafunction in their book “Making Sense of Functional Grammar”. This finding is not correspond with Ambar Jati (2016) I assume that this is because of the data analysis.

In this study, the researcher found the types of circumstances. There are seven types of circumstances namely: location, manner, accompaniment, extent, cause, behalf, and role. This finding is in line with Eros Cahyati (2018) also

found seven types of circumstances. Based on the findings, the researcher is in agreement with Halliday (2014) in theory of SFL also combine with Gerott & Wignell (1994) theory of Metafunction in their book “Making Sense of Functional Grammar”. This finding is not correspond with Oktawati Utami Hajar (2018) I assume that this is because of the data source.

4. CONCLUSION

Based data analysis, finding and discussion, the following of discussion describe functional analysis of the English used in Game “Cooking Academy 2: World Cuisine”. The data analysis has been analyze correctly using the theory of SFL especially in Lexicogrammar level.

From data, the researcher found 65 clauses of the game to be data analyzed. Based on finding, the researcher find two types of mood, those are declarative mood and imperative mood. Besides that, there is three element of transitivity system, such as participants, processes, and circumstances. First, the researcher finds seventh types of the participants.

Interpersonal meaning by using mood structure, the researcher find the declarative mood 71 and imperative mood 8. The first rank is declarative mood, it occurs in the text is 89%. The second rank is imperative mood, occurs in the text is 10,1%.

Ideational meaning by using transitivity system, the researcher find the 135 participants, 88 processes, and 96 circumstances. The first rank is the participant goal. The second rank is the participant actor. The smallest type of process is behavioral process. Meanwhile, the first rank of the process, is material process. The second rank is relational process, is called identifying process. In addition, the first rank is the circumstances of location. And the smallest position is the circumstances of behalf.

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